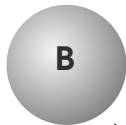


**Light Source 1**

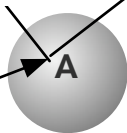


**Light Source 2**



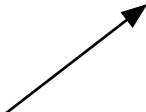
**B**

**Shadow Ray**



**A**

**Shadow Ray**



**Eye**

**Ray**

